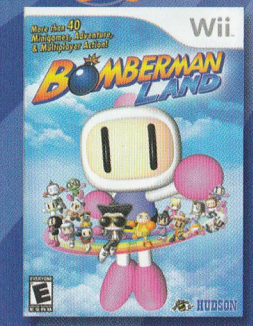
BOMBERMAN LAND



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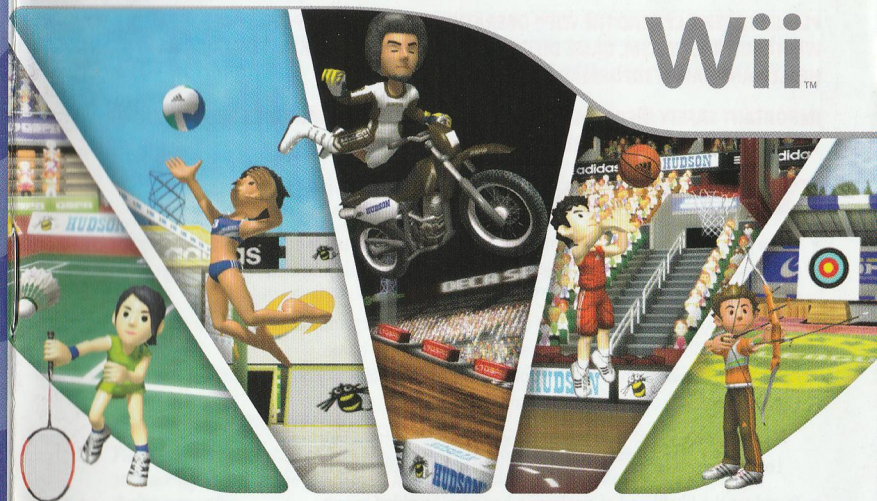
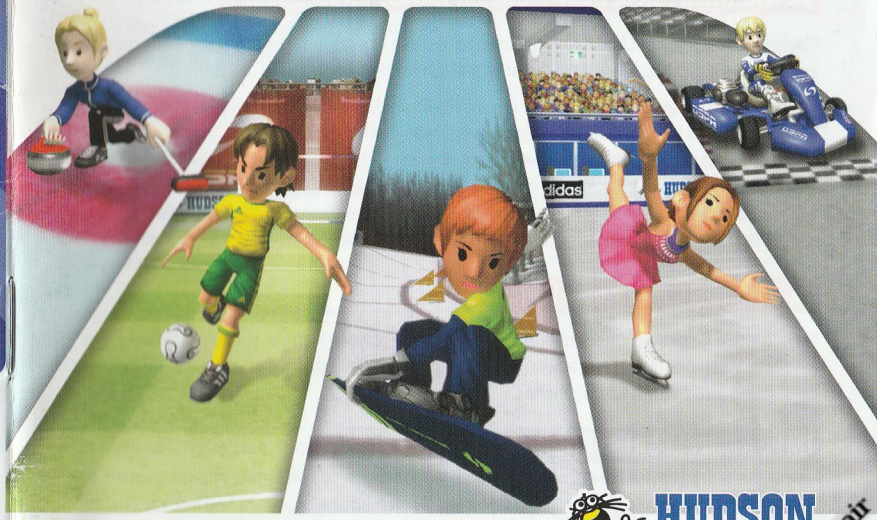


Deca SPORTS™



english

HUDSON
INSTRUCTION BOOKLET

Vimm's Lair

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

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DOLBY PRO LOGIC II

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This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.

EVERYONE

E

CONTENT RATED BY ESRB

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⚠ CAUTION: WRIST STRAP USE

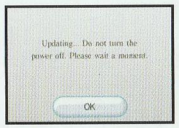
Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- ***Make sure all players put on the wrist strap properly when it is their turn.***
- ***Do not let go of the Wii Remote during game play.***
- ***Dry your hands if they become moist.***
- ***Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.***
- ***Stay at least three feet from the television.***
- ***Use the Wii Remote Jacket.***

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



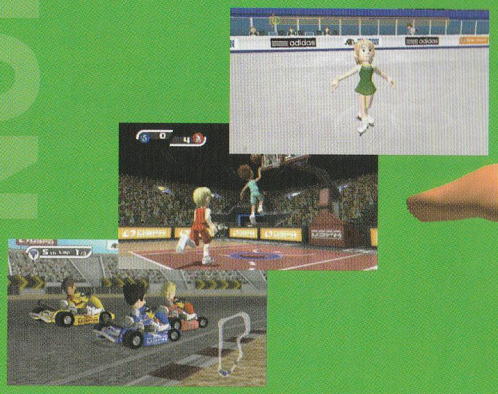
Vimm's Lair

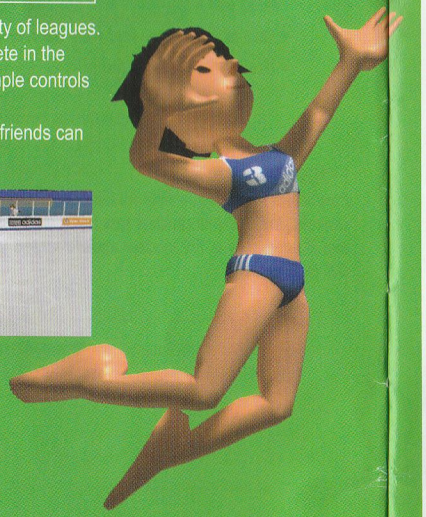
Everybody Move Your Body!

Welcome to DECA SPORTS!

Here's your chance to become a star athlete in multiple arenas!

Choose between 10 sensational sports and a variety of leagues. Lead a team of five world-class athletes and compete in the sports you enjoy most. All events offer intuitive, simple controls so everyone can play like the pros.
Two to four people can play at once, so family and friends can battle it out in heated competition!





DECA SPORTS!

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- Getting Started ⇨4
- Using the Wii Remote™ ⇨5
- Game Modes ⇨6
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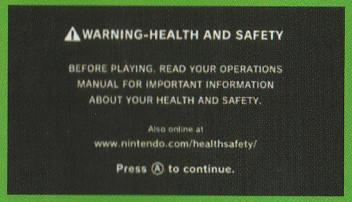
Vimm's Lair

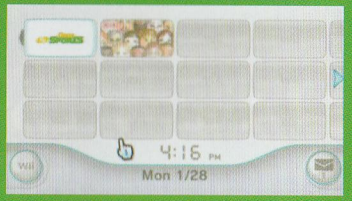
Getting Started

1 Insert the "DECA SPORTS" disc correctly into the Wii disc slot. The Wii console's power will then turn ON and the screen shown to the right will appear. Make sure to read the information on the screen carefully and press Ⓐ to proceed.

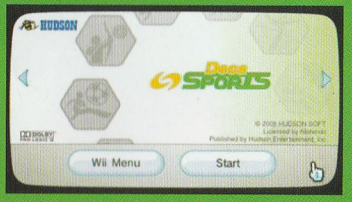
*You can also turn ON the power to your Wii console and then insert the disc and the same screen will be displayed.


⚠WARNING-HEALTH AND SAFETY
BEFORE PLAYING, READ YOUR OPERATIONS MANUAL FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
Also online at
www.nintendo.com/healthsafety/
Press Ⓐ to continue.

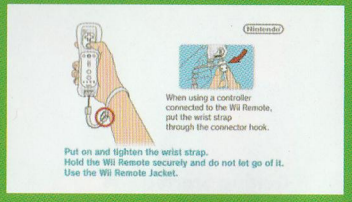
2 Point to the "Disc Channel" on the Wii Menu and press Ⓐ.



3 Once the Channel Screen appears, point to Start and press Ⓐ.

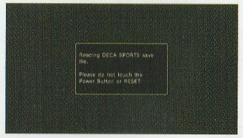


4 A screen illustrating how to fit and adjust the wrist strap will then appear. Press Ⓐ when you finish preparing the strap and the Title Menu will appear.


When using a controller connected to the Wii Remote, put the wrist strap through the connector hook.
Put on and tighten the wrist strap.
Hold the Wii Remote securely and do not let go of it.
Use the Wii Remote Jacket.

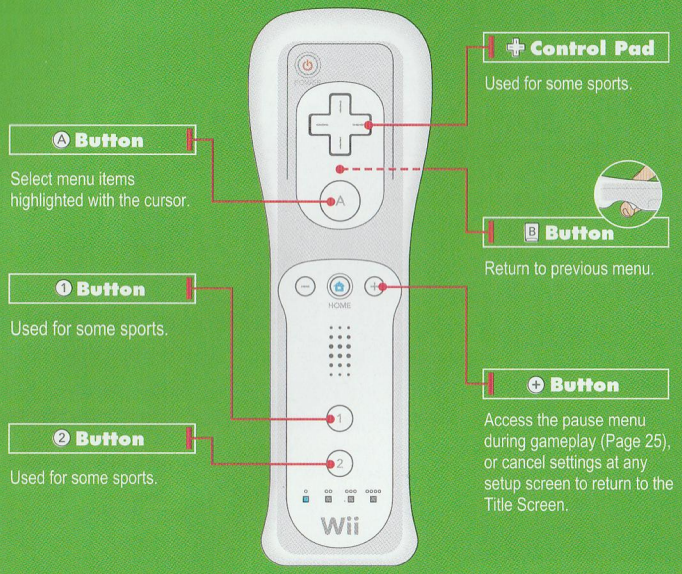
Saving Your Game

New or high records, trophies, and other game data will be saved automatically. At least 1 block of space is required on the Wii system memory to save your game data.



Using the Wii Remote

The Wii Remote is used to navigate the menu screens, but controls vary for each sport. For details, check the instructions for each sport.


Control Pad
Used for some sports.
Ⓐ Button
Select menu items highlighted with the cursor.
Ⓑ Button
Return to previous menu.
1 Button
Used for some sports.
⊕ Button
Access the pause menu during gameplay (Page 25), or cancel settings at any setup screen to return to the Title Screen.
2 Button
Used for some sports.
HOME
Wii

Menu Controls

Point the Wii Remote at any option on a menu and press Ⓐ to confirm your choice. Pressing Ⓑ or selecting the 'Back Button' will take you back to the previous menu. You can also point the Wii Remote at the buttons near the bottom of each screen and press Ⓐ to cancel or confirm your choices.

Back ◀Selecting this icon takes you back to the previous screen.

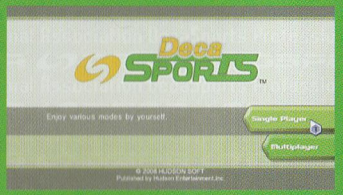
OK ◀Selecting this icon will begin a sport from the current screen.

Cursor
The cursor is an icon that is used to highlight a selection.

Vimm's Lair

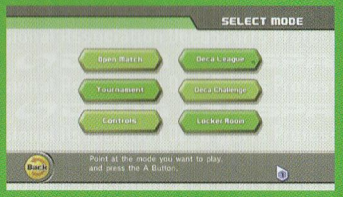
Game Modes

Two game modes can be accessed from the Title Screen. Point at the one you want to play and press Ⓐ to confirm your selection.



SINGLE PLAYER

This game mode is for one player only. Four types of play can be selected here. A hands-on tutorial mode for all sports called "Controls" is also available. Select the "Locker Room" to view trophies, records, and team profiles. Point at the mode you want to access and press Ⓐ to confirm.



Open Match

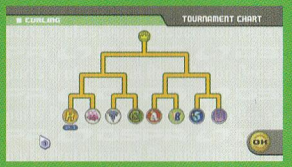
Play any sport with the settings of your choice. Once you have selected this mode, you will be taken to the Select Sport menu (Page 8). Here you can select a sport to play, a team to use, the total number of sets, along with other game settings.

Deca League

Four teams compete in 10 different sports. The standings are determined by the total number of points each team earns. Initially, you can only compete in the "Rookie League." Win in the "Rookie League" to unlock the "Regular League" which then unlocks the "Champion League". Do your best to win them all!

Tournament

In this mode, eight teams compete in a single sport, knocking each other out in tournament style. A team will advance to the next round each time it wins. The last two teams standing will compete in a Championship Round to determine who is #1. In racing games, four teams compete in the first round. The top two teams in each group advance to the Championship Round and the winner of that round is declared the victor!



Deca Challenge

Play through a Deca Challenge with the sport of your choice. Complete the goal in the allotted time and medal in the sport. Controls are the same as in the full game, but some sports have different rules and goals. Check the sport pages for more details.

Controls

This mode allows you to review the controls for each sport while playing. First select the sport you want to practice, then select a specific technique within that sport to review. Specific controls are then displayed on the screen. Select "Practice" to experience a hands-on lesson.
Pressing ⊕ during practice will take you back to the Controls menu. All lessons use "M-type," or medium-sized athletes.

Locker Room

Go here to view new records, trophies, medals or team profiles (Page 30).

MULTIPLAYER

Up to four people can play against one another or as teammates. Each player will need a Wii Remote. A Nunchuk is required for some sports events. Once all the necessary equipment is ready, refer to the Selecting/Setting Up Events (Page 8). Now select a sport to play, teams to use, number of rounds, etc. As a general rule, all menu controls will respond only to Player 1's Wii Remote. However, additional players can select their team and members. Look for the highlighted cursor to see whose turn it is.

Select Players

After selecting a sport (Page 8), you will be asked to select the number of players. Two to four players can play, depending on the sport. Point at the number of players you want in the game and press Ⓐ to confirm. In events with up to 4 participants, the players can be divided into teams. Point to the team of your choice and press Ⓐ to confirm.

Vinny's Lair

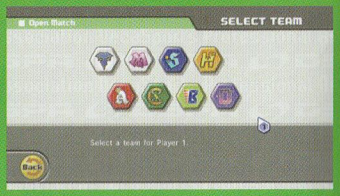
Selecting/Setting Up Events

Select Sport

Once you select a game mode, you will be asked to select a sport to play.
Point the cursor at one of the 10 available sports and press Ⓐ to confirm.
The "Select Sport" screen will not be shown when playing in "Deca League".

Select Team

Select the team you want to control. A total of eight teams are available for selection (Page 31), and each team includes five members. Point at the team you want to control and press Ⓐ to confirm. If two or more people are playing, Player 1 will select a team first, followed by Player 2, and so on.



Athlete Physiques & Icons

Each athlete has one of three physique types, each offering an advantage or disadvantage depending on the sport. Athletes in "Deca League" also have "Condition" icons. Using the same athlete repeatedly lowers a player's "Condition", which in turn lowers his/her abilities.

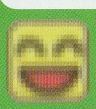
Physique Types

◀"S" Physique (Small): S-type athletes are quick but lack power.

◀"M" Physique (Medium): M-type athletes are well-rounded in all sports.

◀"L" Physique (Large): L-type athletes have height and power but lack speed.

Condition ("Deca League" only)



▲Good: Performs above and beyond expectations.

▲Normal: Performs at an average level.

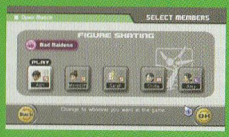
▲Bad: Performs poorly due to over exertion.

Select Members

Select the members of your team to participate in a sport. Participating members will be highlighted in white, while those on the bench will be grayed out. When playing soccer, where all members must participate, you can change the members' positions on the field. In some sports you will also be able to select whether the athletes are right or left-handed.

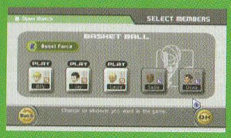
Individual Sports

For individual sports, make a selection by pointing at an athlete on the bench and pressing Ⓐ. Then point to the "OK" icon in the lower right corner to confirm and proceed to the next screen.



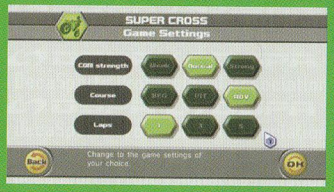
Group Sports

In group sports, select an athlete from the bench whom you want in the game. Then point at an active athlete you want to replace and press Ⓐ. Once athletes have been selected, point to the "OK" icon in the lower right corner to confirm and proceed to the next screen.



Game Settings

In the "Open Match" and "Multiplayer" modes, you can change the number of sets, and determine how skilled the COM players are. Point to the setting you want to change then press Ⓐ. When done, point to the "OK" icon in the lower right corner then press Ⓐ to advance to the next screen.



●COM Strength
If you are playing against computer-controlled opponents (COM), you can adjust how skilled they are—Weak, Normal or Strong.

●Sets
Some sports allow you to adjust the number of sets played, course difficulty, time, etc.

●Set Points
Some sports allow you to adjust the number of points per set, the number of laps, or toggle overtime ON/OFF.

Overview Screen

The current settings for your match will be shown here. Point to the "OK" icon in the lower right corner of the screen and confirm by pressing Ⓐ. Selecting "Rules" will give you a summary of the game rules. In "Rules" selecting the "arrow" icon will turn the page, and selecting the "OK" icon will return you to the Overview Screen. Finally, select "Controls" to go over the selected sport's controls. In "Controls" pressing Ⓑ will return you to the Overview Screen.

Vimm's Lair

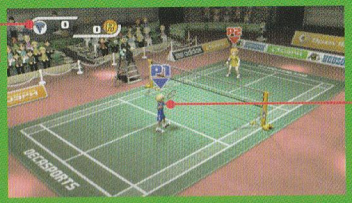
BADMINTON

1-2 Players

Swing Hard for 200 mph Smashes!

1-on-1 badminton at its finest. Your athlete automatically moves to where the shuttle will drop, so time the Wii Remote swing well to hit it back over the net. For more details on how to play, select "Rules" on the Overview Screen before the match begins.

Gameplay Screen



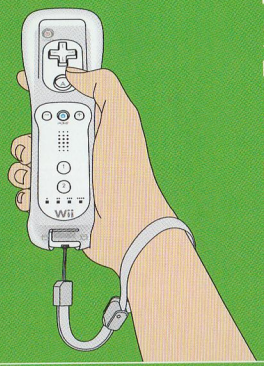
Score

The current points and number of sets are shown here. The total number of sets and points per set can be changed from the Game Settings screen.

Your Athlete

The athlete you control moves automatically to where the shuttle will drop.

Controls



Move

Athletes move automatically in this sport.

Serve

Swing the Wii Remote down for a long serve, up for a short serve.

Hit

Swing the Wii Remote down slowly for a soft hit and quickly for a hard hit. Swinging down to the right or left will make the shuttle fly in that direction.

Smash

Swing the Wii Remote just as the shuttle glows in midair.

Hitting Left or Right

When sending the shuttle back to your opponent, swinging down to the left or right with the Wii Remote will send the shuttle in that direction. A slow swing makes a soft hit, going only a short distance, while a quick swing makes a hard hit, sending the shuttle further into your opponent's court.

▲To hit the shuttle left, swing the Wii Remote down and to the left.

▲Swinging to the right will make the shuttle go right. Timing is everything!

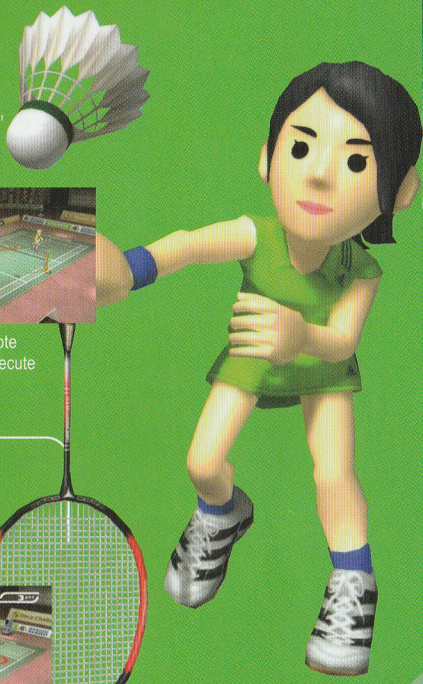
Smashing

Swing the Wii Remote when the shuttle begins to glow. If your opponent hits the shuttle high, it will glow red for an instant. When it turns red, swing the Wii Remote down to execute a powerful smash.

At times your own hits will be returned with a smash, so keep track of your opponent's position when making high hits.

▲The shuttle glows red for an instant when hit high.

▲Time the Wii Remote swing precisely to execute a killer smash.



Deca Challenge

Shuttles will come at you one after another! Aim them to strike the targets on the other side of the net. Hitting a number of targets in succession will result in combos, increasing the number of points earned. Hit as many as you can in one minute for a high score!

Vimm's Lair

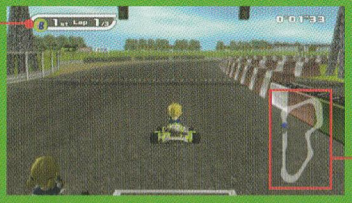
KART RACING

1-4 Players

Just Like the Real Thing!

Race karts around outside courses in this exciting sport. Tilt the Wii Remote (hold the Wii Remote sideways) left or right to turn corners skillfully in a bid for 1st place. Read the "Rules" on the Overview Screen before racing for more details on how to play.

Gameplay Screen



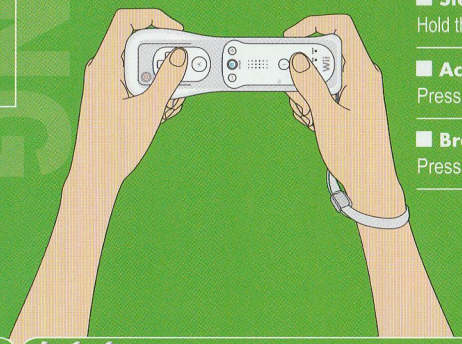
Rank and Laps

Your current rank is shown, along with the current lap/total number of laps. You can set the total number of laps at the Game Settings screen.

Map

A map of the course. There are three course levels in total: Beginner, Intermediate, and Advanced. Make your selection from the Setup screen.

Controls (Hold the Wii Remote sideways)



■ **Steering**
Hold the Wii Remote sideways and tilt it left or right.

■ **Accelerator**
Press ② to speed up.

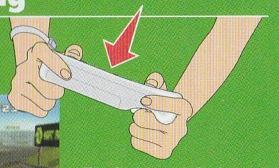
■ **Brake**
Press ① or ✚ to slow down.

Speeding Up and Slowing Down

The Wii Remote must be held sideways for KART RACING. Press ② to hit the accelerator and speed up. Pressing ① or ✚ will apply the brake and slow down your kart.

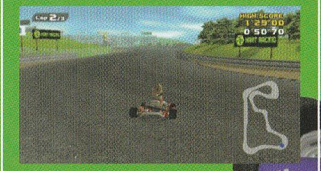
Tilt the Wii Remote for Cornering

Take corners by tilting the Wii Remote to the left or right. The angle you steer when cornering will have the most impact on your final time, so pay close attention to the ideal line to take when cornering.



◀The further you tilt, the sharper your turn!

Deca Challenge



It's a single player time trial. Race three laps around the course level you selected at the setup screen. The number of laps cannot be adjusted in this mode.

Vinny's Lair

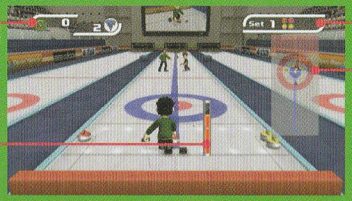
CURLING

1-4 Players

Chess on Ice Requires Calm Judgment and Bold Throws!

Curling can be played in a shorter amount of time than other sports. Three members can participate per team. The object is to aim for the house (target) and place your stones closer to the center than your opponent's. Check the "Rules" section on the Overview Screen before the match for more details on how to play.

Gameplay Screen



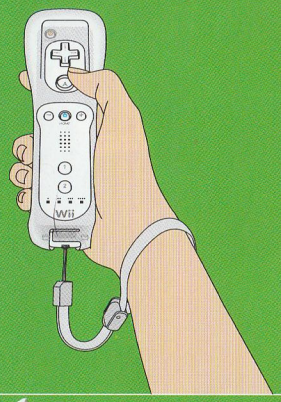
Score
Your team's current score.

Power Gauge
Determines the strength of your throws. The top of the gauge indicates the strongest possible throw, the bottom indicates the weakest.

Set
Shows the current set. Toggle overtime ON/OFF and determine the total number of sets on the Game Settings screen.

Radar Map
This is an overview of the rink. It also displays where your stones and your opponent's stones are positioned.

Controls



- **Aiming** Press Ⓐ to display the house, then press ✚ left or right to change your aim.
- **Holding a Stone** Hold down Ⓑ.
- **Adjusting Throwing Power** Hold down Ⓑ and thrust the Wii Remote forward.
- **Throwing a Stone (Shooting)** Release Ⓑ.
- **Rotating (Curling) a Stone** Tilt the Wii Remote and release Ⓑ.
- **Sweeping (with Brushes)** Briskly swing the Wii Remote left and right after shooting.
- **Checking the Score** Press 1.

Aiming at the House/Target

Press Ⓐ to display the house, then press ✚ left or right to change the direction of your shots. Pressing Ⓐ once more will take you back to the previous screen.

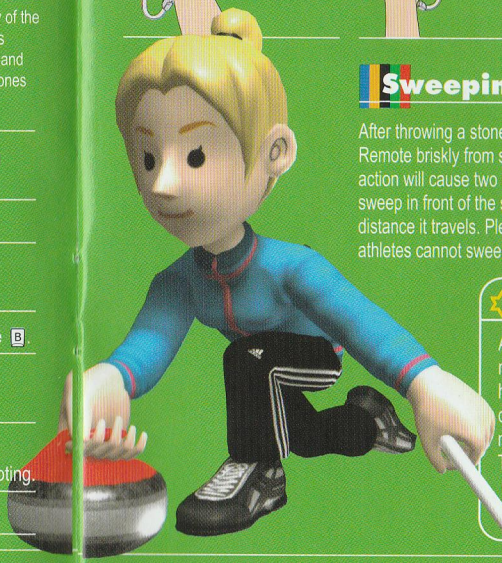
Throwing a Stone (Shooting)

Hold down Ⓑ to kneel in position, and a bar on the power gauge will go up and down. Once the bar has reached the level of power you want, thrust the Wii Remote forward to throw. As the athlete slides forward, release Ⓑ to throw the stone. Tilting the Wii Remote once the athlete starts sliding, but before releasing Ⓑ will cause the stone to curve in the direction tilted.

▲Watch the power gauge closely to thrust the Wii Remote forward at the right time.

▲If you shoot with the Wii Remote tilted...

▲The stone will curve in that direction.

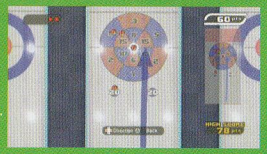


Sweeping for Distance

After throwing a stone, swing the Wii Remote briskly from side to side. This action will cause two of your athletes to sweep in front of the stone to extend the distance it travels. Please note your athletes cannot sweep an opponent's stone.

Deca Challenge

Aim for various numbers on the house for the corresponding number of points. This style of curling is similar to darts; points will be totaled after six throws.



Vimm's Lair

SNOWBOARD CROSS

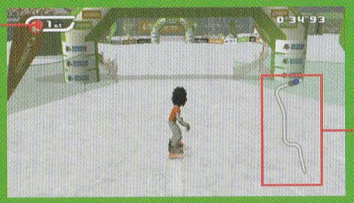
1-4 Players

Tear Up the Slopes with Speed and Skill!

Snowboard Cross has up to four people racing down the slope and performing trick jumps in a bid for 1st place. Rank is determined by the order in which players cross the finish line, but firing up the crowd with killer midair tricks doesn't hurt!

Check the "Rules" section on the Overview Screen before the race for more details on how to play.

Gameplay Screen



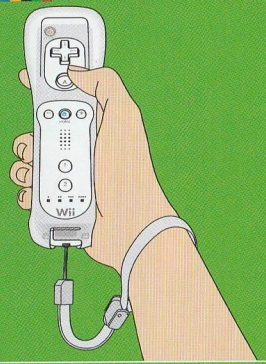
Rank

Your current rank.

Map

An overview of the course. There are three courses to choose from at the setup screen: Beginner, Intermediate, and Advanced.

Controls

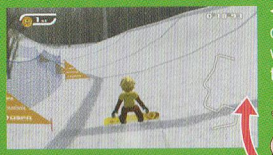


- **Speed Up**
  Tilt the Wii Remote downward.
- **Slow Down**
  Tilt the Wii Remote upward.
- **Turn**
  Tilt the Wii Remote left or right.
- **Trick**
  Hold down A or B when hitting a ramp, then swing the Wii Remote while in midair.

Speeding Up and Slowing Down

Your snowboard travels down the course at a fixed speed, but tilting the Wii Remote down will cause you to lean forward and speed up. Taking sharp turns or landing hard at high speeds can result in a wipeout.

◀Tilt down to speed up. The wind appears more intense when speed is increased.

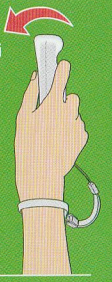


◀Tilt up to slow down, especially when taking sharp turns.

Tilt Left/Right to Turn

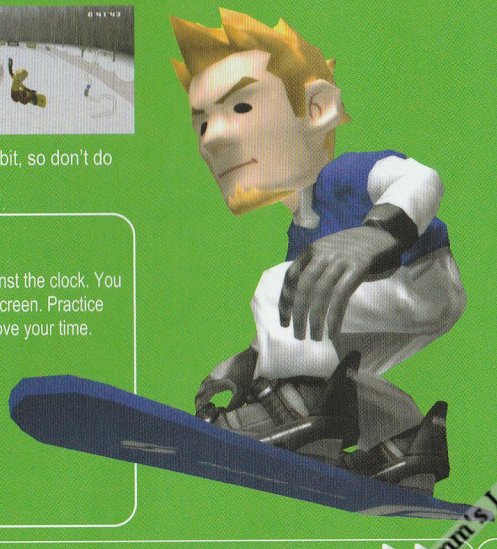
Tilt the Wii Remote left or right to turn in either direction. Making sharp turns at high speeds will sometimes result in a wipe out, and you will lose time. Adjust your speed according to how sharp each turn is to stay on the board.

◀The further you tilt the Wii Remote, the sharper the turn.



Midair Tricks

Hold down A or B when hitting a ramp, then swing the Wii Remote while in midair to perform killer tricks. Just keep in mind that performing tricks will slow you down a bit, so don't do too many if you want to win.



Deca Challenge

You will snowboard alone in a race against the clock. You can choose the course from the Setup screen. Practice the harder courses in this mode to improve your time.

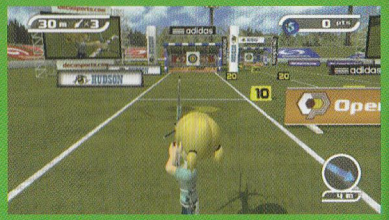
Vimm's Lair

ARCHERY

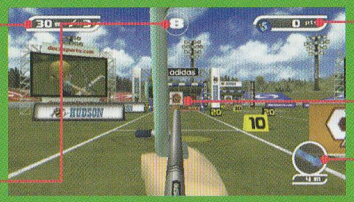
1-4 Players

Sharp Focus and a Steady Hand Will Win the Match!

Two or four athletes take turns shooting arrows and racking up points to see who gets the best total score. Take the wind's direction into account when aiming at the target.
Check the "Rules" at the Overview Screen before the match for more details on how to play.



Gameplay Screen



Distance
How far you are from the target.

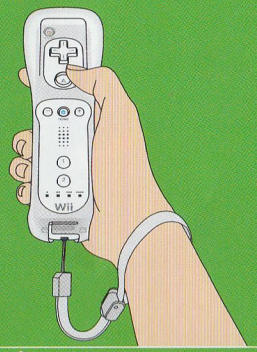
Time
Seconds remaining before you must shoot.

Score
Your current score.

Sight
The sight on your bow. Take the wind into account when aiming.

Wind Direction
Shows which way the wind is blowing. It changes for each shot.

Controls



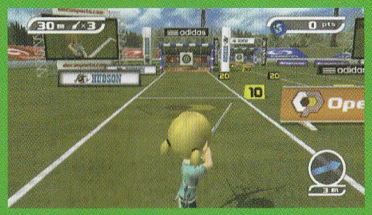
■ **Draw Bow**
Hold down B and pull the Wii Remote toward you.

■ **Aim**
Point with the Wii Remote.

■ **Shoot Arrow**
Release B.

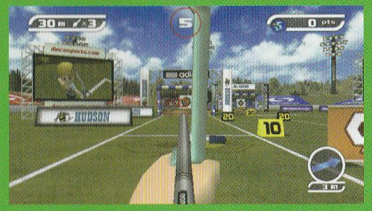
Drawing Your Bow and Aiming

Hold down B and pull the Wii Remote toward you to show the athlete's point of view through the bow's sight. Move the Wii Remote to aim at the center of the target.



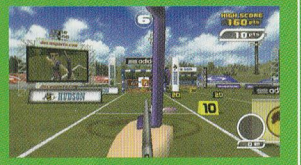
Adjusting Aim for the Wind

Aim carefully when further away from the target, as the wind may be blowing strongly in a certain direction.



Deca Challenge

See how many times in a row you can hit the target. The target gets smaller and smaller after each successful hit. One miss and the challenge ends, so aim carefully. The wind will start to blow as you advance, making it more difficult.



Vimm's Lair

SUPERCROSS

1-4 Players

Rip Around on Dirt Bikes in the Ultimate Race!

Eight bikes rip around indoor dirt courses in a bid for 1st place. Tilt the Wii Remote to take corners, and go at top speed to pass your opponents. Details on how to play can be found in the "Rules" section on the Overview Screen.

Gameplay Screen

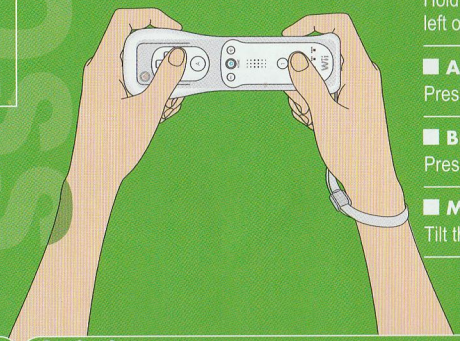
Rank and Laps

Your current rank is shown here along with the current lap/total number of laps. You can set the total number of laps at the Game Settings screen.

Map

A map of the course. There are three course levels: Beginner, Intermediate, and Advanced. Choose your race course from the Game Settings screen.

Controls (Hold the Wii Remote Sideways)



Steering
Hold the Wii Remote sideways and tilt it to the left or right.

Accelerate
Press 2 to speed up.

Brake
Press 1 or + to slow down.

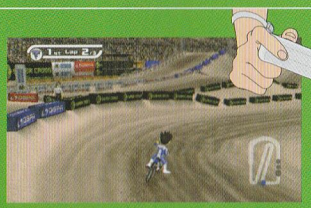
Midair Positioning
Tilt the Wii Remote forward or backward.

Speeding Up and Slowing Down

The Wii Remote must be held sideways to play Supercross. Press 2 to give it some gas and speed up, or press 1 or + to apply the brake and slow down.

Tilting the Wii Remote to Take Corners

Hold the Wii Remote sideways and tilt it left or right to take corners. There are many sharp corners to take in Supercross, so slow down before tilting the Wii Remote!



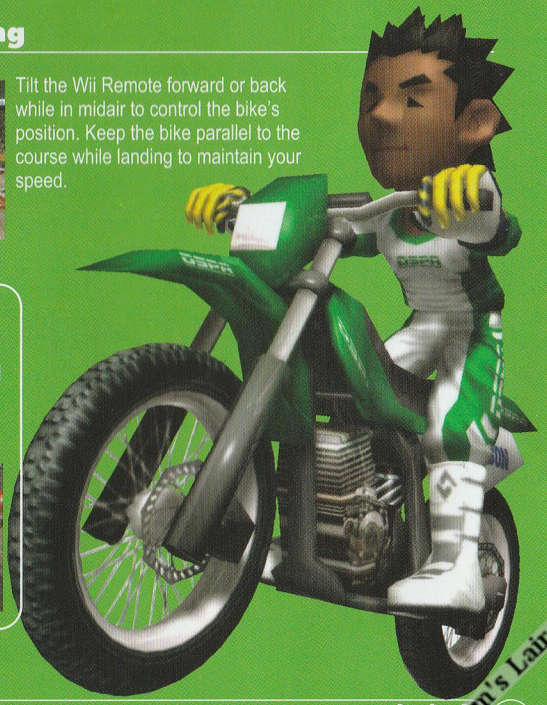
◀The further you tilt, the sharper your turn.

Midair Positioning

Tilt the Wii Remote forward or back while in midair to control the bike's position. Keep the bike parallel to the course while landing to maintain your speed.

Deca Challenge

It's a single player time trial. Race three laps around the course level you selected at the setup screen. The number of laps cannot be adjusted in this mode.



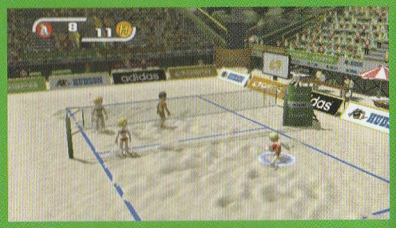
Vimm's Lair

BEACH VOLLEYBALL

1-4 Players

Play Hard in the Sun and Sand!

Athletes split up into teams of two for volleyball on the beach. One member of each team is controlled by a player, while the other member can be controlled either by the AI (COM) or by a human player. More details on how to play can be found in the "Rules" section on the Overview Screen before a match.



Gameplay Screen

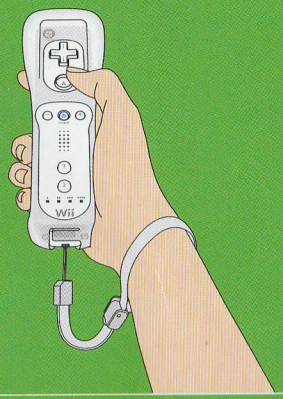
Score

The current score and number of sets are displayed here. The total number of sets and points per set can be changed at the Game Settings screen.

Player-controlled Athlete

Athletes move automatically, and can be identified by the colored rings around them.

Controls



Movement
Athletes move automatically in this sport.

Serve
Swing the Wii Remote up, then down to serve. Swinging up quickly will trigger a jumping serve. Swinging down to the left or right will make the ball travel in that direction.

Receive/Setting
Swing the Wii Remote up to receive or set the ball.

Spike
Swing the Wii Remote down when your athlete is in midair. Swinging down either to the right or left, will spike the ball in that direction.

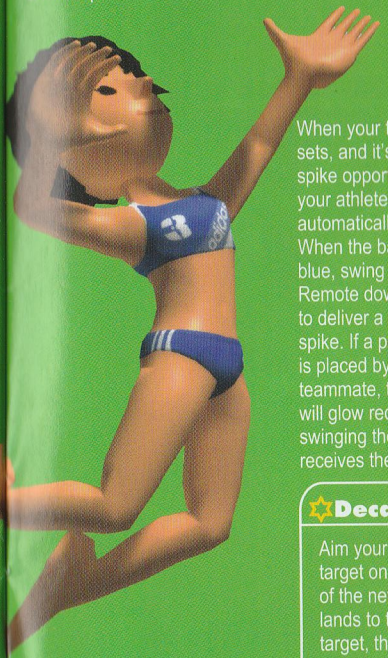
Block
When your athlete is close to the net, block the ball by swinging the Wii Remote up as your opponent spikes.

Serving

Swing the Wii Remote up to send the ball upward, and swing down to have your athlete serve the ball. Swing down either to the right or left to make the serve travel in that direction, and quickly swing the Wii Remote up to perform a jumping serve.

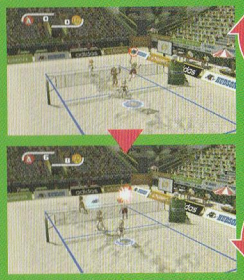
Receiving and Setting

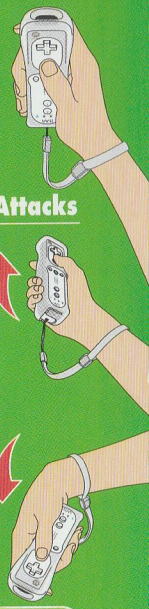
Swing the Wii Remote up to receive or set the ball as your opponent spikes, or your teammate passes the ball. If the Wii Remote is pointed straight when swinging up, it will create the perfect opportunity for a killer spike.



Spiking and One-Two Attacks

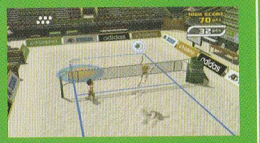
When your teammate sets, and it's a perfect spike opportunity, your athlete will automatically jump. When the ball turns blue, swing the Wii Remote down quickly to deliver a powerful spike. If a perfect set is placed by your teammate, the ball will glow red instead. Go for a one-two attack by swinging the Wii Remote up after your teammate receives the ball.





Deca Challenge

Aim your spikes at a random target on the opponent's side of the net. The closer the ball lands to the center of the target, the more points are awarded. Hitting the target a number of times in a row results in combos, and bonus points are awarded. The total score is calculated after 10 balls have been spiked.



Vimm's Lair

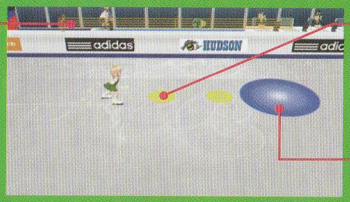
FIGURE SKATING

1-4 Players | Nunchuk Required

Follow the Markers to Woo the Crowd!

Skate along guide markers on the ice and perform tricks above the colored element markers. Select a song to perform to. Selectable songs vary from easy to difficult, and more points are awarded for successfully performing to a difficult song. More details on how to play can be found in the "Rules" section on the Overview Screen before a performance.

Gameplay Screen



Program Guide

Keeps track of how well your movements coordinate with the song. A closer match means more points.

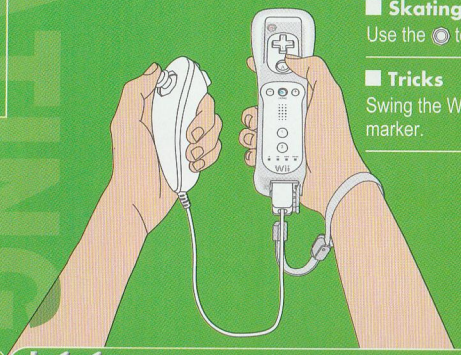
Guide Marker

Markers to guide you along the path. Follow them closely for more points.

Element Marker

Perform tricks above these markers. Get close to the center when performing for more points.

Controls (Nunchuk Required)



■ **Skating**

Use the ◉ to move.

■ **Tricks**

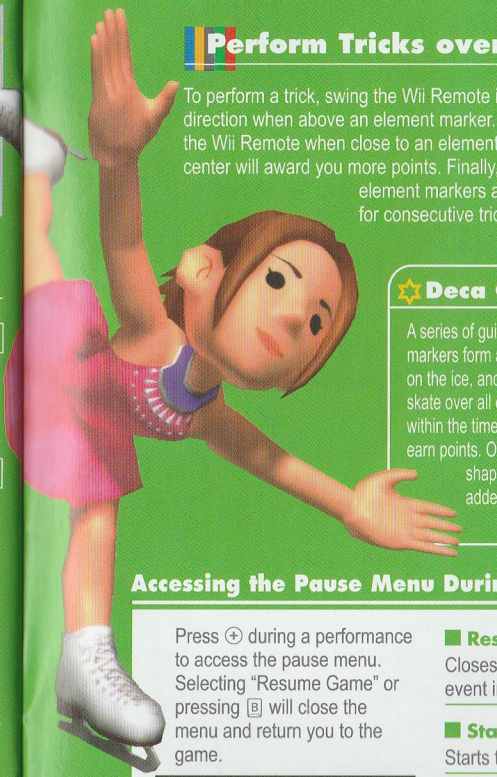
Swing the Wii Remote when skating over an element marker.

Skate Along the Guide Markers

Use ◉ to skate over as many guide markers as possible. Each marker will disappear once you skate over it, so try to coordinate your movement with the song to earn the most points. Even if you miss a large number of guide markers, the show must go on! The performance does not end until the song is over.

Perform Tricks over Element Markers

To perform a trick, swing the Wii Remote in any direction when above an element marker. Swinging the Wii Remote when close to an element marker's center will award you more points. Finally, some element markers are set up for consecutive tricks.



Deca Challenge

A series of guide markers form a shape on the ice, and you must skate over all of them within the time limit to earn points. Once the shape is completely gone, the remaining time is added to your score as bonus points, and a new shape appears.There are seven shapes total.

Accessing the Pause Menu During Gameplay

Press ⊕ during a performance to access the pause menu. Selecting "Resume Game" or pressing B will close the menu and return you to the game.

▲Pause menu controls are the same for every type of sport.

■ **Resume Game**

Closes the pause menu and returns you to the event in progress.

■ **Start Over**

Starts the event over from the beginning.

■ **Quit**

Ends the event and takes you back to the Title Screen. In "Open Match" and "Deca Challenge" you can choose to return to the Select Sport or Select Team screens.

■ **Controls**

Displays the controls.

Vimm's Lair

BASKETBALL

1-2 Players | Nunchuk Required

Take it to the Hoop 3-on-3 Style!

Two teams of three compete on an indoor basketball court. Each player controls one of three athletes and tries to score baskets on the opponent's side of the court.

More details on how to play can be found in the "Rules" section on the Overview Screen before a match.

Gameplay Screen

Score

The current score is shown here.

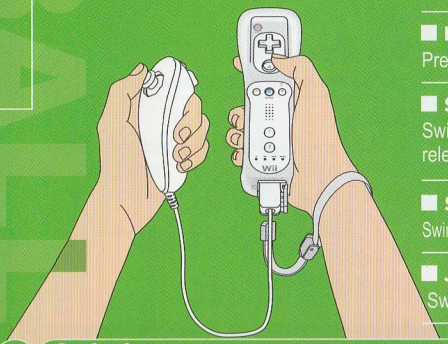
Player-controlled Athlete

A marker indicates which athlete the player is controlling.

Time

Remaining time and 1st/2nd half are displayed here. You can change the amount of time per half, and toggle overtime ON/OFF at the Game Settings screen.

Controls (Nunchuk Required)



Movement
Use the Nunchuk's ◉ to move your athlete.

Change Athlete (when on defense)
Press Ⓐ, Ⓑ, or Ⓩ to control a different athlete.

Pass (when on offense)
Press Ⓐ, Ⓑ, or Ⓩ to pass to a teammate.

Shoot (when on offense)
Swing the Wii Remote up to jump, and down to release your shot.

Steal (when on defense)
Swing the Wii Remote when near an opponent with the ball.

Jump
Swing the Wii Remote up.

Moving and changing athletes

Use ◉ to move your athlete. Each time you press Ⓐ, Ⓑ, or Ⓩ, you will gain control of a different athlete.

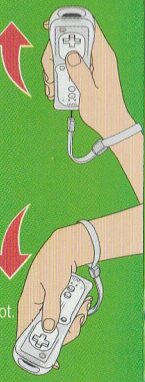
Controls on offense

To pass, face one of your teammates, and then press Ⓐ, Ⓑ or Ⓩ. When shooting, make sure to swing the Wii Remote up to jump, then down at the top of your jump to release the ball. Lay-ups are performed by swinging the Wii Remote up while running directly under the basket.

Jump
◀First swing up to jump...

Pass
◀Face the teammate you want to pass to.

Shoot
◀...Then swing down at the top of your jump for an accurate shot.



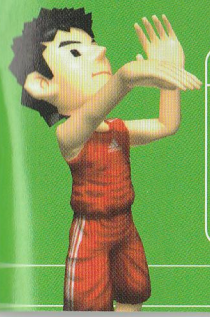
Controls on Defense

When your opponent has the ball, move close to your opponent and swing the Wii Remote to steal the ball. If a loose ball falls to the court, move toward it to pick it up.

▲Run up to loose balls to pick them up.

Steal
◀Swing when close to your opponent. Steal attempts aren't always successful.

Jump
◀Swing the Wii Remote up to perform a block when close to the basket.



Deca Challenge

Make as many shots as possible within the time limit. A new ball will be thrown in each time you make a shot, so grab and shoot it as quickly as you can. Making multiple shots in a row will earn you combo bonus points.

Vimm's Lair

SOCCER

1-2 Players | Nunchuk Required

Score Big in 5-on-5 Soccer!

This is 5-on-5 soccer with a twist, as it takes place on a compact field with rules similar to indoor soccer. Take control of any athlete on the team (other than the goalie) and score as many goals as possible. More details on how to play can be found in the "Rules" section on the Overview Screen before a match.

Gameplay Screen

Score

Shows the current score.

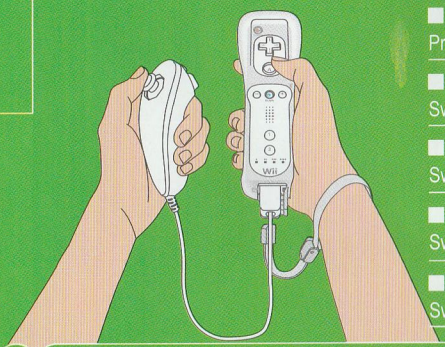
Player-controlled Athlete

A marker indicates which athlete the player is controlling.

Time

Remaining time and 1st/2nd half are displayed here. You can change the amount of time per half, and toggle overtime ON/OFF at the Game Settings screen.

Controls (Nunchuk Required)



Movement
Use ◉ to move your athlete.

Change Athlete
Press Ⓐ, Ⓑ, or Ⓩ to control a different athlete.

Short kick (when on offense)
Swing the Wii Remote slowly.

Long kick (when on offense)
Swing the Wii Remote quickly.

Centering (when on offense)
Swing the Wii Remote at the right time.

Sliding (when on defense)
Swing the Wii Remote.

Moving and Changing Athletes

Use ◉ to move your athlete. Each time you press Ⓐ, Ⓑ, or Ⓩ you will gain control of a different athlete. When the ball moves a long distance across the field, you will automatically control the athlete closest to it. Goalies are always COM - operated and cannot be controlled by any player.

Kicking in Different Directions

Slowly swinging the Wii Remote will perform a short kick, while swinging more quickly will perform a long kick. Both kicks will go in the direction your athlete is facing. When facing a teammate, it's a pass, and when facing the goal, it's an attempt to score. When performing a long kick, tilt the Wii Remote far to the left or right to curve the ball in either direction.

Centering and Special Shots

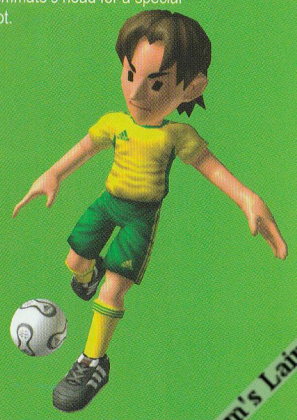
Send a long kick towards a teammate who is close to the goal. This will center the ball with a high pass. Swinging the Wii Remote at the right time will make the teammate shoot with a diving header or overhead kick.

◀Centering can only be performed with a long kick, and only when a teammate is close to the opponent's goal.

◀Swing the Wii Remote when the ball is above your teammate's head for a special shot.

Deca Challenge

Four athletes must pass the ball around, trying to score as many goals as possible. Once the goalie grabs the ball, the game is over.

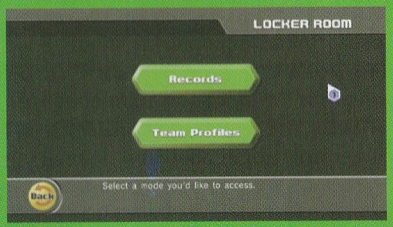


Vimm's Lair

Locker Room

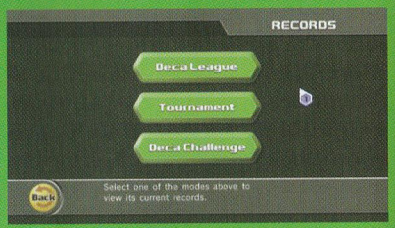
Go to the Locker Room to view trophies and medals, or to view team profiles. Point to which category you want to view, then press Ⓐ to confirm.

Trophies are awarded for winning in "Deca League" or "Tournament" modes. Medals are awarded for breaking records in "Deca Challenge."



Records

Trophies, medals, and the total number of wins from each mode can be viewed here. Point to the category you want to view, then press Ⓐ to confirm your choice. To turn the page while checking records, point at the yellow arrow icon at the bottom of the screen and press Ⓐ. Select the "Back" icon or press Ⓑ at any screen to return to the previous screen.



Deca League

View trophies and the number of wins recorded for each league. Pages cannot be turned at these screens.

Tournament

View trophies and the number of wins recorded for each sport. Selecting the arrow icon will turn the page.

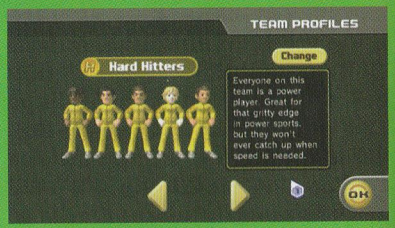
Deca Challenge

View medals and high scores for each sport. Selecting the arrow icon will turn the page.

Team Profiles

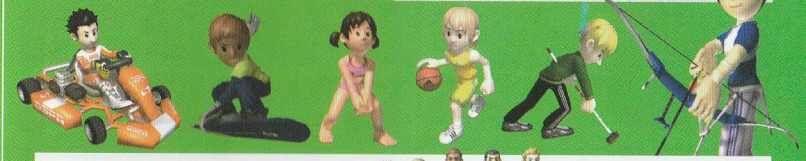
Here you can view profiles for each of the eight available teams. Point to the team you want to view and press Ⓐ. Select the yellow arrow icon to cycle through profiles, athlete data, and descriptions.

Selecting the arrow icon at the bottom of the screen will cycle through the various teams.


TEAM PROFILES
Hard Hitters
Change
Everyone on this team is a power player. Great for that gritty edge in power sports, but they won't ever catch up when speed is needed.
OK

Teams

There are a total of eight selectable teams. Each team is made up of five members, each having his or her own body type, or "physique." When playing in "Deca League", "Condition" becomes a factor that affects gameplay (Page 8).
The key to success is choosing a team with athletes who fit the sport of your choice.



Team Thunder

A fairly balanced team with three large athletes, making it great for power matches.

Brandon	Type: L
Casey	Type: S
Flores	Type: L
Charlie	Type: M
Jarod	Type: L

Mad Maidens

This team of women is fairly well-balanced with a focus on smaller athletes, and is easy for anyone to use.

Sarah	Type: S
Meredith	Type: S
Chilla	Type: M
Ash	Type: S
Amy	Type: L

Speed Strikers

All members of this team are small in stature, allowing them to excel in speed sports.

Devi	Type: S
Pete	Type: S
Shelly	Type: S
Samuel	Type: S
Caroljean	Type: S

Vimm's Lair

Hard Hitters

If it's power you want, this is your team. Everyone on this team is large in stature and dominant in power sports. The trick is to make good use of their height advantage.

Kevin
Type: L

Lebron
Type: L

Kate
Type: L

Urbando
Type: L

Calyx
Type: L

Average Joes

All members on this team are of medium stature, with well-rounded abilities. They will fare well in any sport.

Riley
Type: M

Brian
Type: M

Carnegie
Type: M

Pepe
Type: M

Jackie
Type: M

Crusaders

A well-balanced team made up primarily of medium-sized athletes. This is an easy team for beginners to handle.

Rufus
Type: M

Ted
Type: S

Stephanie
Type: M

Adrian
Type: M

Ali
Type: L

Boost Force

This team is made up of both small and large-sized athletes, who boast explosive power.

Laura
Type: S

Billy
Type: S

Sadie
Type: L

Jay
Type: S

Olivia
Type: L

Disco Knights

This team is well-balanced and easy to handle, though their funky hairstyles just might be their greatest weapon.

Tony
Type: L

Stephan
Type: S

Lucy
Type: M

Cliff
Type: M

Sabine
Type: L

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Vimm's Lair